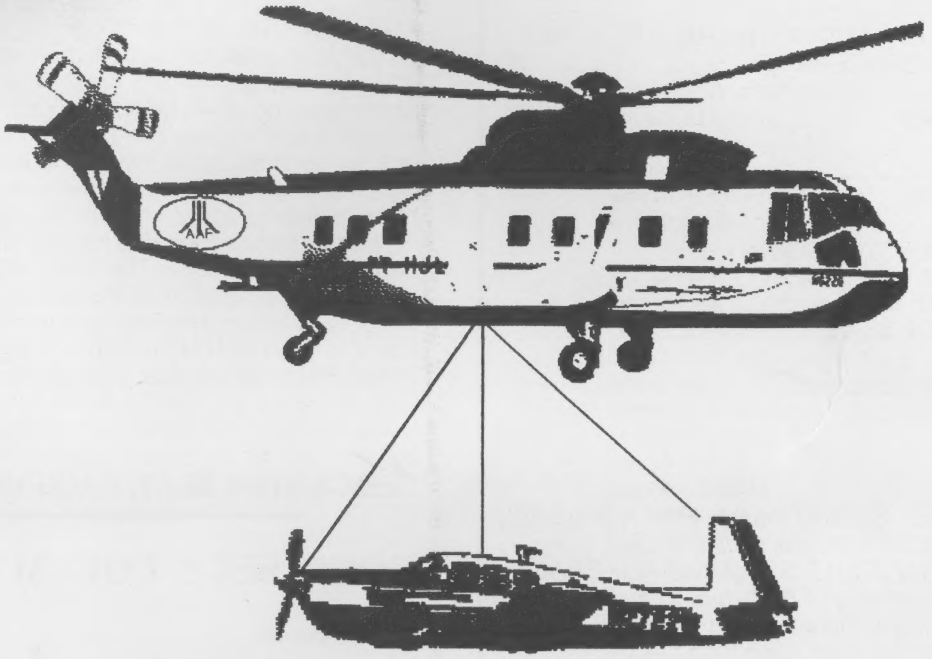
THE POKEY PRESS

VOLUME 4 AUGUST NUMBER 7

SUMMER C.E.S. '87

NEW PRODUCTS AND SOME SURPRISES FROM ATARI



A GIANT HELICOPTER CARRIES AN AIRPLANE TO ITS FINAL RESTING PLACE IN THE ATARI EXIBIT AT THE CONSUMER ELECTRONICS SHOW. IS THIS TRUE? DID THIS REALLY HAPPEN? THE ONLY WAY YOU'LL FIND OUT THE REAL STORY IS TO READ THIS ISSUE OF THE POKEY PRESS...

PLUS:

MICHTRON PLAYS HARDBALL WITH PIRATES
DESKTOP PUBLISHING DE-MYSTIFIED
ATARI ONLINE, QUESTIONS AND ANSWERS
PRODUCT REVIEWS, NEWS, AND INFORMATION
LOCAL CLUB NEWS

.....AND MUCH, MUCH MORE

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The ATARI COMPUTER CLUB of the PALM BEACHES meets the second Tuesday of each month at 7:00 p.m. in the Science Museum and Planetarium at Dreher Park, West Palm Beach, Florida. See back page for a map.

Please use the following addresses to correspond with the club. All correspondence should be addressed to THE ATARI COMPUTER CLUB OF THE PALM BEACHES and sent to the proper address, depending on the nature of the correspondence.

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FROM THE CENTER SEAT

by Jim Woodward

THE EVENING NEWS

It is the second week of June and I'm writing the August column. I may get use to this journalistic stuff yet. Please forgive me if anything I say now gets me into trouble but I didn't pass Mindreading 101.

THAT'S THE NEWSCASTER?

I must look like the stereotypical computer nerd right now. Sitting at the keyboard (in my underwear, not a pretty sight) at 1:15 in the morning, a glass of warm RC Cola and a bag of sour cream and onion flavor potato chips at my side, headphones on my head.

AND NOW, THE NEWS!

All that I can tell you at this time is that we are going to have an ATARI EXPO. What I can't tell you is where it will be. It will be November 21-22. Hopefully we will get a site and get things rolling soon. Knowing my luck, as soon as I hand this disk to Ken White there will be a flood of information on the event. Please make it to the meetings and check out the club BBS for details.

I have finished moving (again) and the BBS has a new number, 641-5372. The board is on-line 24 hours a day, 7 days a week. It is one of the busiest boards in the area. The only bad part about the new number is that it is now north of the South Boynton Beach - North Delray Beach border that Southern Bell has, making it a long distance call for the folks in Delray Beach and Boca Raton. The good part is that it isn't a long distance call for the folks in Jupiter and Tequesta. Just

SEE CENTER SEAT, PAGE 15

GOOD SEC'S COLUMN

by Don Mercer

"HOLY BARRACUDA, BATMAN". My first column in the POKEY PRESS, I can't believe I wrote the whole thing.

Well, so much for the intro, now down to business. The Atari Computer Club of the Palm Beaches Executive Board, herein after referred to as the Board , met at Dino's Pizza parlor on Forest Hill Blvd. at 7:30 PM on May 19, 1987. The meeting was called to order by our President Jim Woodward.

The first order of business was the agenda for the meeting. The following agenda was proposed by the board members, seconded and carried:

1. Atarifest proposal by Amateur Radio Club members
2. Newsletter status.
3. Disk of the month discussion.
4. New Librarian.
5. Advertisers.
6. Service Directory Registration Form.
7. Auction.

The discussions were begun with items #2 and #5 combined, and the floor was given to Ken White, the Newsletter Editor. Ken began by suggesting that the paid membership be sent a copy of the newsletter prior to the meetings each month. Ken also said that the newsletter should be sent out to the advertisers in a more timely manner . Al Tressel, the Newsletter Adverting Manager informed the Board that we only had

SEE GOOD SEC'S, PAGE 14

SUMMER C.E.S.

ATARI EXCITEMENT CONTINUES AS NEW HARDWARE/SOFTWARE IS ANNOUNCED

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OPENING DAY OVERVIEW

BY NAT FRIEDLAND, ANTIC EDITOR

• Atari's 8-bit computer line is far from dead -- with a new double-speed, double-density 5 1/4 inch disk drive due this summer, as well as the long-awaited 1200 baud plug-in modem and the 80-column box...plus the XE Game System that comes with 64K, a keyboard, a light gun and Flight Simulator II.

• The ST has yet another new wave of remarkable and mind-boggling products on the way. Within our first hour at CES we saw a 4-megabyte memory board that goes into any ST without soldering, and the Hybrid Arts ADAP Soundrack CD-quality stereo sampling and editing system that competes with the vastly more expensive Synclavier and Fairlight in high-end MIDI.

And these are just quick first impressions from the opening hours of a Consumer Electronics Show that supposedly was not going to produce any major new Atari announcements...

8 BIT UPDATE

We'll start with the good news for 8-bit users. The XF551 disk drive is the big surprise. It's a compact 5 1/4 inch drive in XE gray, about 3/4 the size of the now-discontinued 1050 drive and priced in about the same $160 range as the 1050. The XF551 is also claimed to be 2.9 times faster than a 1050 and boasts true double density -- as well as automatic compatibility with every other density format ever used for the 8-bit Atari. It seemed clear from talking to a number of Atari sources that a 3 1/2 inch disk drive for the 8-bit computers is now unlikely to be produced.

The XF551 drive will have a new ADOS operating system which is nearing completion by OSS, the creators of DOS 2 and DOS 2.5. Promised features of ADOS include a tree structure allowing directories and easy toggle between menu or command operations.

According to Atari's Jose Valdes, the key engineer/designer of the new XE products described in this dispatch, the first XF551 drives can be expected to start trickling into the stores by July. The same July arrival date now holds true for the 80-column XEP80 display box (reviewed in the July '87 Antic) and the new 1200 baud SX212 modem. Valdes says both products have been delayed by a wait for delivery of main chips, but all other components and packaging are stockpiled in readiness for assembly at Atari's Taiwan factory.

AtariWriter Plus 80 was operating on the XEP80 in a razor-sharp 80-column display at the Atari Booth. The SX212 modem will be bundled with a new version of Keith Ledbetter's famed Express software which the author is scheduled to demonstrate later in the show.

XE GAME MACHINE

The first working pre-production prototypes of the XE Game System were on view atop the roof of Atari's large booth structure, along with a real Cessna airplane that Atari somehow got into the new CES North Hall. The Game System is essentially a two-piece 65XE computer that costs as much as a 130XE.

But instead of 128K memory, you get a light-gun, a joystick and three games -- Flight Simulator II on cartridge, Missile Command in ROM and a pistol game called Bug Hunt. At least 18 arcade and disk best-sellers are now promised for Atari cartridge by Christmas, including 1 On 1, Gato, Midnight Magic, Karateka, Choplifter and Blue Max. Most titles are to sell for $19.95 each.

Atari Software Director John Skruch says the XE can get as much as 256K on a bank-switching cartridge. Flight Simulator II only required 128K. Two hard-hitting TV commercials for the Game System were on Display. The system is designed to be sold in separate pieces overseas. Eventually the light-gun will be available in the USA as an 8-bit peripheral. An ST mouse will work on the XE Game System in trackball mode -- CONTROL-T.

ANOTHER ST BONANZA

This CES had another dazzling array of ST computer products on display. We'll be looking at a lot more of them

SEE SUMMER C.E.S., PAGE 17

LIVE FROM C.E.S.! IT'S THE GENIE GANG!

What follows is a somewhat-edited text of a conference held on the Michtron Roundtable on GEnie, Tuesday night, June 2. Some of the participants in the conference (including Gordon Monnier, president of Michtron, a representative of MicroDeal Software (an English company that markets much of Michtron's software in the U.K.), and Neil Harris of Atari (indicated here by DARLAH, since he was using Darlah Hudson's password (Darlah is a co-sysop of the ST Roundtable on GEnie)).

The participants were remarking on the new products seen and announced at the Consumer Electronics Show, just ended, and some of their comments (especially those of Neil Harris) were very interesting...

<[CES Gang] DARLAH> There were a number of 3rd party vendors in the Atari booth with some new products. Gordon can tell you about Michtron/Microdeal offerings (Airball looked pretty slick!). EA was showing Music Construction Set for the ST, written by Intersect. Looked pretty nice. Mindscape had some games like Plutos (much expanded beyond the bootleg version showing up on BBSs) and a 3-D pool game. MidiMaze from Hybrid Arts is finally done...and is being copy protected -- should ship in 2 weeks. They added lots of new features like observer modes, smart and dumb drones, teams, and more -- great game!

One small company had a strange package called Easel that let you put any DEGAS picture in place of the desktop background. Tends to slow down the system overall, though

SEE LIVE FROM C.E.S., PAGE 18

WHY COME?

AN EDITORIAL
BY JIM WOODWARD

A friend just told me that he talked to several persons who attend club meetings and that they weren't happy with the meetings lately. Strange, they didn't tell me about it, and I'm the president.

I know that things haven't exactly run as well as possible at some of the recent meetings, but heck, we did try. And the thing I'm trying to get across here is that if you don't tell me or any other officer what you want to see, we won't know about it. If you want to see a change in the way things are done, say something, and then get involved in making the change. It is the only way to make the change.

I heard someone say this at a recent meeting, "I don't know why I come to these meetings anyway!" Well, let me help. It was because there wasn't anything else on TV that night. Or the wife's sister and her brat kids were visiting. Or you were just bored. Or maybe, just maybe, it was because you wanted to be with those who have similar taste in computers. You want to have that friendship and contact that you are missing in your life. I don't know. But I come to be with those who own ATARI computers. And gee, I even formed a few friendships out of it. Friends I wouldn't have made any other way.

Another person recently stated that the dues were too much. Well, the IBM club charges the same $20.00. The Commodore group charges $15.00 a year and you have to join the Science Museum, adding another $20 to $40 dollars on to their dues. I'm sure that the other groups in the area charge about the same. But I've seen their newsletters and been on their Bulletin Boards. They aren't giving their members what the local ATARI owner is getting in those categories. Again, if you have a comment to make, don't just keep it among yourselves. Come to the officers meeting, the Tuesday after the regular club meeting, at Dino's Pizza on the corner of Forest Hills Boulevard and Congress Avenue. 7:00. Then let them know. Remember, without your input, it isn't a club.••

WHERE'S THE STUFF??

(EDITOR'S NOTE: As the summer wears on, the question on the lips of many a loyal Atarian is..."Just where are all these new products you've been promising us since last fall?" In this short Q&A, Neil Harris from Atari answers these and other questions....Of course, considering past "next week"-type answers, anything anyone from Atari says should be taken with a boulder-sized grain of sand...)

Q: When will the new products be shipping?
A: The XEP-80 and the SX212 (80-column for 8-bit and the new modem, respectively) will begin manufacturing any moment now for delivery around the end of June. The Mega ST 2 and Mega ST 4 are already on the way to Europe and are scheduled for North American delivery in early July. The Atari PC is also due in early July.

Q: What about the blitter chip upgrade?
A: It should be available for current ST owners around September. It will cost around $120. The final form of the upgrade is not yet set -- it may involve a board swap rather than an add-on.

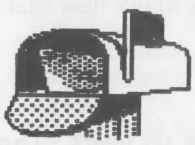
Q: What about PC emulators for the ST?
A: Both Atari's own software emulator and one called PC-Ditto should be released during the summer. A hardware emulator is still in the works for later on.

Q: When will new ROMs be available for the ST and what changes are included?
A: The ROMs are done and have gone into production. Availability as a separate item may take a while, though -- we need ROMs for the Mega ST. These ROMs support the hardware blitter (optional) and fix some TOS problems, like the infamous underline bug and the RS232 handshaking. Parts of the system have been sped up, like character output. A list of exact changes will be posted shortly.

Q: What's happening with the 8-bit emulator?
A: The author finally agreed to release the source code to the public domain, so Atari will allow him to distribute it along with our ROM code. Now we want to see you hackers out there work to speed it up -- at the moment it is only 1/4 the speed of an 8-bit.

Q: What else is new at Atari?
A: On the business side things are great. We just announced a 2-for-1 stock split, effective next week. New TV commercials have been produced for the ST (yay!) and the video games.

We are also working on campaigns to support MIDI music and desktop publishing.••



MAILBOX MADNESS

Recently, the Pokey Press received a letter from Microdaft Software, publishers of the Chipmunk software-based backup program for the 8-bit Atari line. This letter was prompted by the editorial in the May issue of the Pokey Press titled "To Bite...Or Not To Bite..." by newsletter editor Ken White.

The editorial commented on the claims and advertising campaign (which blatantly encourages software piracy) of Duplicating Technologies for their product, The 1050 Duplicator. In the editorial, Ken mentioned Chipmunk, a software based disk backup program from Microdaft that does much the same thing as the 1050 Duplicator software. At the time the editorial was written, Ken didn't know how close the Duplicating Technologies software really WAS to Chipmunk, as you will read....

Dear Mr. White,

I have just read your article, "To Bite...Or Not To Bite..." in the May issue of the Pokey Press. I wrote to let you know that I completely agree with your opinion. I hope that you have seen Duplicating Technologies' most recent advertisement in Antic magazine, which I find to be even more objectionable than their previous advertising, if not outright illegal. In their comparison between the Duplicator and Happy, they make the following claim:

2. Can I give the copies I make with your enhancement to my friends?

Happy

Yes, but the newer programs will only run on the Happy drive, so give your original to your friend.

Duplicator

Yes, make as many copies as you want & give them to all your friends.

SEE MAILBOX MADNESS, PAGE 16

MICHTRON PLAYS HARDBALL WITH PIRATES

A NEW WEAPON IS ADDED TO THE ANTI-PIRACY ARSENAL

by Ken White

It all started with a message left on GEnie, the consumer online service from General Electric...

Category 5, Topic 3
Message 103 Tue May 26, 1987
GORDON [MichTron] at 10:49 EDT

I am tired of playing games with Pirate BBS's. I feel that these guys are just a blight on the market place. They offer free programs to anyone who wants them, depriving authors, dealers, and publishers of income that they need to survive.

To drive this menance from our country I am going to offer a reward for the capture of any pirate BBS.

You can have your choice. $200 cash or $400 worth of MichTron software (Your choice) If you give me the phone number, and password of any pirate board with MichTron software on it. I must have a password! I don't have time to call try to get high access. Password can be in your name or a fake.. I will keep your identity secret at all times!
P.S.
You can get more then 1..
Special offer turn in three boards and I will give you a hard drive!!

And then things started to take off. There had been a continuing discussion in the Michtron Roundtable on GEnie about piracy, with talk of past tactics to use against pirate BBS systems, and discussion by ex-pirates regarding their rational for pirating copyrighted software.

But the tactics of the past didn't seem to be working. If anything, pirate BBS's were flourishing, and it was obvious to all that read the continuing dialogue that software revenues were dropping. So Gordon Monnier, president of Michtron, decided to take matters into his own hands with the above message.

It didn't take long for the response to come.....

Category 5, Topic 3
Message 105 Tue May 26, 1987
P.FAZIO at 19:28 EDT

Alright Gordon! Way to go!

Pirate BBSs are the bane of my existance, both as the sysop of a _strictly_ clean BBS (Dateline BBS - Brooklyn, NY -- running MichTron 2.10 of course!) and the president of an Atari user group (B.A.S.I.C. - Brooklyn Atari Society), and I am very glad to see a software publisher decide to play hardball with these parasites. I don't call pirate BBSs, so I doubt that I will be able to take advantage of your offer personally, but I will pass it on to our members and BBS users.

Pete

Category 5, Topic 3
Message 108 Tue May 26, 1987
R-FLASHMAN at 23:54 EDT

Gordon, you make me prowd. It is about time someone took up the other side of the war. As an ex-pirate, I think that the pirates have fought too long, and that is something of the past, that is now gone.

3 for a hard disk? Mind if I post your message around?

If we stop piracy, we will get programmers who make a decent living, and we will get MORE programs!

Rick

Category 5, Topic 3
Message 109 Wed May 27, 1987
JWEAVERJR [FactProg] at 01:44 EDT

Is that offer good for MichTron subcontractors, too? Give me a couple of days to find the right file, and I'll be up to here in hard drives!
-JWJr

Category 5, Topic 3
Message 113 Tue Jun 02, 1987
GORDON [MichTron] at 20:53 EDT

We are going to place a temporary hold on the pirate boards for a while due to the overwhelming response. At this point I have 29 boards to check out..
That is going to keep me busy for a while. i want to thank all of you honest people who support the anti pirate bbs movement.

I downloaded Goldrunner today off of a pirate board.. Can anyone give me one good reason why that should be acceptable behavior. To just give this game away to anyone who calls in???

The guy who wrote Goldrunner is trying to support a wife and a 12 year old boy on his earnings. If he doesn't make much off this program he will move on to something else! He has to make money!!! And he can't if everyone gives his hard work away...
Oh well off the soap box..

Category 5, Topic 3
Message 114 Wed Jun 03, 1987
LFRANKLIN at 00:04 EDT

Go Get em, Gordon! Pirates need to find out that they're not the romantic heros they think they are. As far as I'm concerned, a pirate board sysop is not much different than a fence for stolen goods!
Lance

The above interchanges led me to the subject for this month's BITING THE HAND THAT FEEDS ME, and after writing it, I uploaded it to Gordon Monnier, both for comments and to find out what's next from him. His reply?

I found your article interesting. As to what are we going to do. We are turning all the information over to our lawyer and he is going to try and get a search warrent. We will go in and seize the computer, list out all the programs he has in his possession, and then sue him for copyright and trademark violations.

There's still no indication of whether Mr. Monnier, in the future, plans to reinstitute this offer, or if other software manufacturers will join him in this latest assault against pirate bulletin board systems.

As for whether this newest tactic in the war against BBS piracy will have an effect, the jury is still, as they say, out. Twenty-nine BBS numbers in a week may sound prettty impressive, but it's still a drop in the pirate BBS bucket...••

ATARI ONLINE PT. 3

MORE C.E.S. NEWS, NEW PRODUCT RELEASE DATES, AND SOFTWARE FROM OVERSEAS

Downloaded from GEnie, the online computer information service from General Electric

In this month's edition of Atari Online, in keeping with the general C.E.S theme of the Pokey Press this issue, we'll be hearing some additional news about the Summer Consumer Electronics Show, as written by those who attended. We'll also get some updated information on shipping dates for various Atari hardware products. And we'll hear from a couple of people about products being released in other countries (the reply to these messages, from Neil Harris of Atari, contains a revealing look at the corporate structure of Atari, both in the USA and overseas.

So let's get on with the show....

Category 14, Topic 3
Message 17 Sun May 31, 1987
JEFFWILLIAMS [Jeff W.] at 06:45 CDT

After Day One of CES (and the Computer Software Services party), here are just a few observations.

1) Amongst the neatest things I saw there were a number of people I've met here on GEnie. It was great seeing Darlah, Bob, and Sandy again and getting the opportunity to finally meet in person folks like Marty and Radmoose (I thought everyone was joking about his moose-hat...they weren't)! These and the other folks I hope to run into in the remaining CES days will be the most notable memories I will carry with me of Summer CES 1987.

2) Darlah was taking fastidious notes everywhere she went so I will leave it to her (or others) to make the detailed comments about what products were shown and when to expect them. However, I was with her when she was talking to FTL about DungeonMaster, which was being shown in the Atari booth. We have a definite release date on this one folks! Are you ready? A drumroll please..... the availability date on the long-awaited DungeonMaster is..... "Before Christmas".

3) For those of you that don't want to wait until "Before Christmas" for DungeonMaster may be interested in BARBARIAN, from Pysgnosis. They will be releasing an ST and Amiga version at the same time. I think they hope to have it out in 4-8 weeks. You control an on-screen barbarian who must weild his strength and weapons to battle a host of monsters and wizards and things who bar your way from completing your quest. The animation is remeniscent of Brataccus, but improved. Also improved is the user interface. One of the Psygnosis folks I spoke to admitted the mouse control on Brataccus was very difficult for most folks to get used to, but you have to remember that it was one of the earlier games available on the STso they were blazing new ground for mouse controlled games on the ST. In Barbarian, you have a row of icons along the bottom of the screen from which you can control all of your character's movement and use of weapons. It looked very nice.

4) Sickest thing I saw at the show (not computer-related) was in the video exhibitor's area was some kind of torture video, depicting some kind of retarded idiot who had a young woman tied down to a table, slicing her up with a large kitchen knife. It was extemely sick.

5) Also unrelated to computers was one of the strangest products I saw at the show yesterday. That was an electronic wristwatch that can light cigarettes! Yep, just press a button and out sprouts a small flame! And for those of you that have long-sleeves and don't want to risk flaming on when you just meant to see if it's time for Bozo the clown, the same outfit also had a small pocket calculator with a built-in lighter.

6) In the category of the slightly unusual and slightly surprising was a company producing a variety of calculators with the Atari name on them. The company has just licensed the Atari name to put on their calculators...Atari won't be making or selling them. They match the grey styling of the current ST and XE computers. Overall, they appeared to be very nice calculators with quite good pricing, but the kicker is that the company wants a minimum order of $25,000. Unless some distributors or chain stores pick up these guys, you may be waiting a while before seeing them. These things would go over great at user groups and AtariFests.

Jeff

Category 14, Topic 3
Message 31 Thu Jun 04, 1987
BOBR [Bob Retelle] at 21:50 EDT

The theme of the Atari booth at CES was 'Flying High'... there was even a REAL Cessna Airplane on the top

SEE ATARI ONLINE, PAGE 21

THE NEW LOOK OF THE POKEY PRESS

by Ken White

You have probably noticed that something is different about this particular issue of the Pokey Press (that's assuming, of course, that you've seen past issues. If you HAVEN'T seen past issues, why not? What do you think, we produce these things FOR OUR OWN AMUSEMENT? Not bloody likely.....)

Yes, the magic of desktop publishing has descended on us. courtesy of the folks (hmmm, starting to sound like Jim here....) at Soft Logik, publishers of Publishing Partner, a destop publishing program for the ST, and NEC (DON'T ask me what the letters stand for, though I would venture a guess and say Nippon Electronic's Company), makers of the fine NEC P6 printer. The newsletter could not have been produced in this manner without both of these products. Let's all give 'em a big hand....Yowzah, Yowzah, Yowzah....

In the coming months, we're going to be playing with the Pokey Press (can little Pokey come out and play??), tweaking it (programmer's term, boys and girls) to get the best possible layout and balance of features. The newsletter staff now has the tools to do EXACTLY what we want with the Pokey Press, and you'll be seeing some changes as time goes by. We're going to try to incorporate more artwork, including digitized photos, and show you with pictures, as well as words, what we're talking about....it's gonna be an interesting fall, to be sure.••

8-BIT PRODUCT REVIEWS

MERCENARY

ADVENTURE ON AN ALIEN WORLD

by Javier Korneluk

Datasoft is quickly becoming a leader in the Atari world with the help of some new games that are bringing "life" back into the dying 8-bit software market.

With games such as 221B Baker Street, Crosschecks, Gunslinger, and The Neverending Story, it's no wonder that Datasoft is moving into its most profitable year yet.

It all started back with Alternate Reality. During that time, Datasoft went through some changes in order to keep up with the demand for "high quality" software, and it established itself as a major producer of 8-bit Atari games.

One of these new games is MERCENARY: ESCAPE FROM TARG.

In MERCENARY, you play the role of a 21st-century soldier of fortune who has, unfortunately, crash landed on the war-torn planet of Targ. You find the planet to be populated by two opposing powers: the Palyars and the Mechanoids.

Your main objective is to try to raise enough money to get off of Targ and get back home. You can join either of the two warring forces, or you can try the more adventurous alternative, that of staying independant. Whatever your choice, you must get off the planet.

Getting off of the planet is a whole different story. In order to escape from Targ, you must collect a number of articles, which you then use or sell. Once you've collected all the required items or otherwise raised enough money, then maybe (just maybe) you can get back home.

The flight simulation portion of the game is what makes MERCENARY unique. The three dimensional, vector-type graphics move smoothly as you fly above the alien terrain.

The controls are extremely flexible and responsive. Your craft dives and climbs immediately after your command is issued, by either joystick or keyboard.

The screen is divided into two parts; the main graphics screen covers the top 75% of the screen, while your trusty computer, Bensen, uses the lower 25% of the screen. In this lower quarter, you'll also see the easily-read gauges, displaying elevation, speed, direction, and location. You'll also see the small hints and/or messages that Bensen passes along to help you get through the game.

Unfortunately, the game falls apart when you're not enjoying the "thrill of flying". Finding and collecting the various articles you'll need to get off the planet seem as much luck as skill. It soon becomes an exercise in tedium.

Overall, MERCENARY is an excellent idea that turns sour after an hour. After you've been everywhere and you just can't find the next object that will lead you to victory, I suggest that you press System Reset instead of wasting your time with the unuseable hint sheet.

MERCENARY gets a thumbs down from me...••

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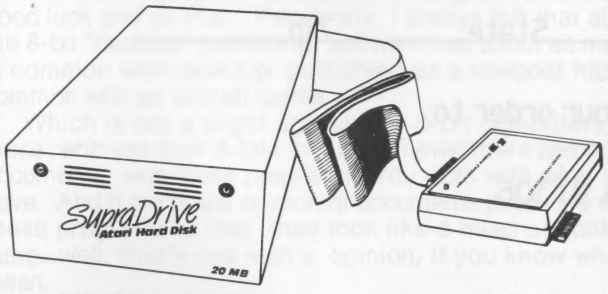

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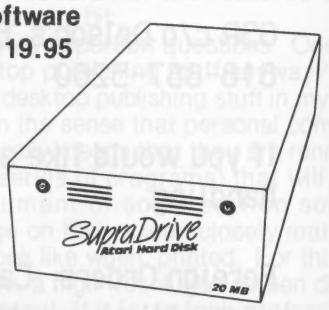

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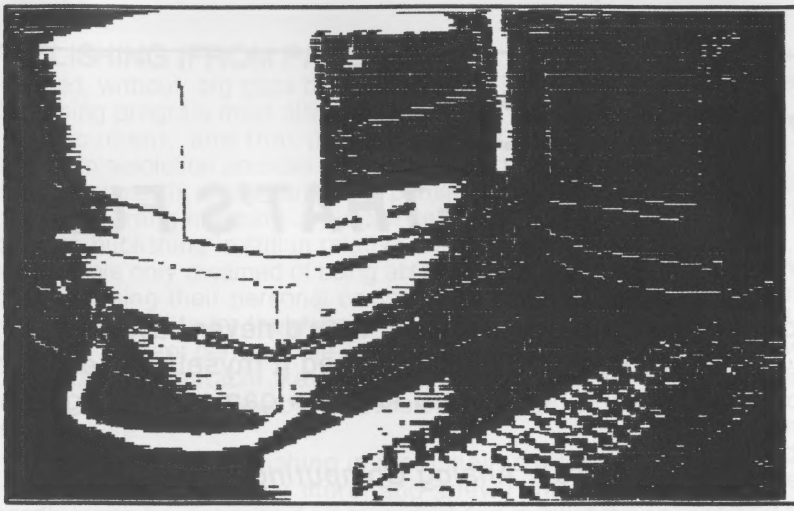

ST NOTES

PRINT IT AS YOU SEE IT

DESKTOP PUBLISHING DE-MYSTIFIED PT. 1

(EDITOR'S NOTE: What follows is the beginning of a mult-part series on desktop publishing. As is obvious, the Pokey Press is now being produced with desktop publishing software. We hope that this series will be a record of our journey through the ins and outs of desktop publishing. In this first installment, we'll try to give you an understanding of what desktop publishing is, whether it's "for you", and we'll pass along a first important lesson in producing a document using desktop publishing software)

by Ken White

Let me begin by saying that I'm not attempting to discriminate against the 8-bit crowd by concentrating this series on desktop publishing to the ST. Yeah, I've seen the so-called desktop publishing programs that are available for the 8-bits.

Now it would appear that a letter-writing campaign has been successful in getting "Newsroom" ported over to the Atari 8-bit line. Great. Super. If that's what you want to do with your computer and printer, congratulations and good luck and all that. Personally, I always felt that all of the 8-bit "desktop publishing" software had about as much in common with desktop publishing as a rowboat has in common with an aircraft carrier.

Which is not a slight against the 8-bit computers, or those who use their 8-bits to put out newsletters and other documents with these programs. You work with what you have. And if my frank opinion of documents produced with these programs is that they look like a heap of donkey dung...well, that's one man's opinion, if you know what I mean.

The plain fact of the matter is that it has only been the coming of the ST line that has brought "true" desktop publishing to the Atari world. Only the massive amounts of directly- addressable memory, the high-resolution of the display, the ability to drive such high resolution printing devices as laser printers, and, perhaps most importantly, the awareness of software programmers and manufacturers of the power of the ST, has led to the development of this software.

Presently, there are two programs waving their hands and crying, "Over here!": Publishing Partner and Fleet Street Publisher. More such programs are, without a doubt, on the way (for example "Ready-Set-Go", one of the more popular desktop publishing packages for the Macintosh, is currently being ported over to the ST), and in the months and years ahead, there's an excellent possibility that the Atari ST line (mainly on the strength of the coming Mega series) will ultimately take its place beside the Apple Macintosh and the IBM PC lines as serious players in the desktop publishing game.

But right now, there are only two real contenders, the above- mentioned Publishing Partner and Fleet Street Publisher. Frankly, I have had very little experience with Fleet Street Publisher (a few hours with a friend's copy), and I was not exactly thrilled with the program. Fleet Street Publisher seems aimed more at the truly-experienced desktop publisher - as in guys and gals who think in "ems" instead of inches - as in printers and such. The output from the program also leaves something to be desired - the dot-matrix printouts look too much like...well, like dot-matrix printouts.

Now, I HAVE read very positive reviews of Fleet Street Publisher, written by people whose opinions I...well, at least half trust, and maybe a couple of hours with a program is hardly enough time to make any real judgements. On the other hand, this ISN'T a review; it's rather a look at what desktop publishing promises and what it delivers. I'll be using Publishing Partner from SoftLogick as an example program, but keep in mind that this is not a review of that program either; that may come somewhere down the line, when I am 100% sure of all the features and have used them. Why HAVEN'T I used all of the features of the program? More about that in a bit...

First, I'll answer two very important questions. One, just what de hell is dis desktop publishing stuff anyway? And two, do I really need dis desktop publishing stuff in my life?

Desktop publishing, in the sense that personal computer users use the term, basically means that they are running a computer program (or series of programs) that will allow them to layout a document of some sort on screen, preferably with the image on the screen closely matching what the document will look like when printed. For this kind of program to be effective, a high resolution screen display is needed, since the printout, if it is to look professional, should be of as high a resolution as possible, and the screen display should match that printout as closely as possible. The program should allow the user to change the size of the type that makes up the text, both on screen and on the printout, and it should also allow that text to be laid out in columns, preferably columns that are properly

SEE PUBLISHING, NEXT PAGE

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PUBLISHING (FROM PAGE 9)

justified, without big gaps between words. The desktop publishing program must also allow the user to print out the document, and that printout should be of the maximum resolution possible for the users printing device (be it a dot matrix printer, an ink jet printer, a laser printer, or a typesetting machine...). It can be a tall order, and desktop publishing is still in relative infancy. Five years ago, people only dreamed of being able to do professional printing using their personal computers as the vehicle. Now, it's a reality for the owners of almost any personal computer (except perhaps, the Timex/Sinclair 1000, which does not have suitable keyboard for text input of any length...as well as a few other deficiencies that I won't mention here.....).

That's desktop publishing in a nutshell, as it were. Some programs offer far more, and a few (which can hardly even be described as true desktop publishing programs) offer less. But if you're going to use a program, and you expect professional-looking results, that program had better offer at least that bare minimum of features.

As for your need to use desktop publishing software, you'll have to examine what you use your computer for, and what kind of document you normally produce. Do you publish a newsletter or newspaper or magazine? Do you produce documents that are used in business presentations? Do you develop annual reports and other publicly-dessimated documents for a company? If you answered yes to any of these questions, you're probably a good candidate for some desktop publishing software.

Of course, these are not the only uses for a desktop publishing program. Perhaps you produce flyers for a church or social group. Desktop publishing software makes flyers with ease. Or maybe you own a business and would prefer to design your own print advertising, instead of having an advertising agency do it for you. Good desktop publishing software can turn out professional-looking, camera-ready advertising that rivals anything you've seen in a national magazine.

The bottom line is that you would probably be interested in desktop publishing if you produce documents of almost any kind that you wish others to see.

What don't you want to use desktop publishing for? Well, letters look awfully peculiar when produced on a desktop publishing program (unless they're letters in the form of an advertisement or something like that...a charming romantic notion, to be sure, but not real useful when you're complaining about your power bill...). And as a professional fiction writer, I can assure you that you do not want to send out your manuscripts to editors done on a desktop publishing program. That's why they have typesetters. You may think that the neatly justified block of text and the 24-point title looks just peachy, but it will doubtlessly convince an editor to send it back to you so you can publish it yourself.

So there you have the answers to the two most pressing questions - what is it, and do I need it. If the answer to the latter is "Nope", and you don't really have any interest in the subject, then I suggest you stop reading this article RIGHT NOW!, lick your finger, and move along to another page, where perhaps you will find a review of "Ollies Follies" or "Dogman".

There, now that I've gotten sent away the riff-raff, we can continue...

So, you've got an interest in desktop publishing, eh? Let me ask one thing of you before we go any further: regardless of the program you ultimately end up purchasing, and regardless of the type of document that you hope to produce with that program.....PLEASE do not try to cram EVERY FEATURE of your desktop publishing program into every page you produce.

What do you mean, you ask innocently? I mean this:

~~Look at me!!!~~ (ooohhh, strike through...). ¡ʇɥƃᴉɹɔ ʇɐǝɹ (ooohhh, upside down...). Ain't the neat?(ooohhh, mirrored...) Don't you wish you could do this??? (ooohhh, wide letters...)

Wait a second....don't you turn your head away from me....you know who you are....

Yeah, that's right...the dreaded "show-off syndrome". Look at what I can do! A syndrome that manifests such symptoms as the above-illustrated type style changes FOR NO APPARENT REASON. A syndrome that causes otherwise sane and artistically normal human beings to spread page after page with type of all different sizes. Let's do 23 point here, 16 point there, 45 point up at the top....hmmmm, let's do that 45 point in outlined...no, better yet, shadowed outline....and maybe we can mirror the 23 point type too....

Open up any newspaper or magazine (except perhaps for Mad Magazine, which doesn't count in rational discussions...). Take a look at how the "pros" lay out their pages - and what they do with the various typefaces they have at their disposal. Do you see a lot of upside-down text in Time magazine? How about 8 different typefaces on each page? And God knows the National Geographic just wouldn't be the same without a couple of columns of text that has been "struck through"....

Lesson number one in the desktop publishing field is the ever-popular "Keep It Simple, Stupid". A simple, clean, easy-to-read layout, whether you're producing a newsletter with a circulation of 10,000 or a family announcement birth announcement with a circulation of 14, reflects well on your design abilities and makes the task of reading your document far more pleasureable to the reader.

Next time, we'll take a look at how a desktop publishing program is used, and how you CAN use it effectively to make your documents stand out. Till then, remember.....

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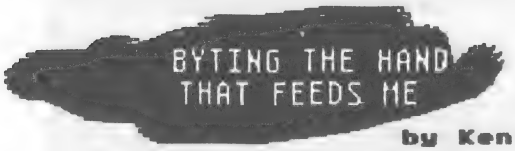

by Ken White

WANTED: DEAD OR ALIVE..

First, read this:

Category 5, Topic 3
Message 103 Tue May 26, 1987
GORDON [MichTron] at 10:49 EDT

I am tired of playing games with Pirate BBS's. I feel that these guys are just a blight on the market place. They offer free programs to anyone who wants them, depriving authors, dealers, and publishers of income that they need to survive.

To drive this menace from our country I am going to offer a reward for the capture of any pirate BBS.

You can have your choice. $200 cash or $400 worth of MichTron software (Your choice) If you give me the phone number, and password of any pirate board with MichTron software on it. I must have a password! I don't have time to call try to get high access. Password can be in your name or a fake.. I will keep your identity secret at all times!

P.S. You can get more then 1..

Special offer turn in three boards and I will give you a hard drive!!

Whoaaa, mama.... Talk about playing hardball...

I hopped on GEnie the other day, in my ceaseless search for news of the Summer Consumer Electronics show, and decided to check out the message bases in the Michtron Roundtable for any up-to-the-minute news. Seeing a topic devoted to Pirate BBSs, I decided to check that out as well.

Capturing text at 1200 baud means that the text whips by on your screen pretty quick. If you have "reasonable" reading speed, you can usually get the gist of what's spinning by, even if you don't catch every word. And if you want to stop the scrolling text, a Control-S will generally do the trick.

When I saw what was zipping by my screen when the above message appeared, you better believe I Control-S-ed that sucker.

In the past, I have made some mild complaints about the "vigilante" tactics of the Software Publishers Association, a group of Atari-related software manufacturers who have taken a strong stand against piracy, especially when it is conducted through Pirate Bulletin Board Systems. Some of the past actions of this group have reminded me more of the film "Hang 'Em High" than of the actions of responsible software manufacturers. Their "infiltration" of pirate BBSs has seemed something less than productive.

But this message, posted by Gordon Monnier, president of Michtron, is another story....

Frankly, I have mixed feelings about the whole concept behind Mr. Monnier's offer. The idea of posting a substantial bounty on the head of the sysop of a pirate BBS seems more suited to America of the 1880's, rather than America of the 1980's. It also may bring about the rise of a new kind of telecommunicator: the bounty hunter, who rides the phone lines, looking for copywrited "warez", the spoor of the dreaded software pirate.

Does the word "stool pigeon" come to mind? "Fink"? "Squealer"? Mr. Monnier is indeed appealing to the baser instinct of computer users, that instinct that says "gimme, gimme, gimme..." Greed is an ugly thing, and I'm afraid that greed, rather than some noble desire to stop the theft of a software publisher's legitimate profit on a piece of software, will be the primary motive of those who take him up on his offer. Mr. Monnier is, in an odd way, corrupting those who respond to his offer, causing them to betray sysops who, in trust, have given them the high access that allows them to "see" and download pirated software.

And the plain fact of the matter is that the people he is "corrupting" are the people who are probably most open to corruption. How so? Simply because those who use pirated software, to the almost complete exclusion of purchased software, are already corrupt. They see nothing wrong with using stolen programs, almost exclusively, which does, indeed, take money out of the pocket of the software programmer, the software manufacturer, and even the retailers who sell that software. So how hard will it be to convince these "thieves" to betray others who thrive on the theft of software? Not very hard, I would think. "Honor among thieves" has a nice ring to it, but ask any cop if it's a reality.

The other side of the coin is the fact that software piracy IS theft, regardless of all of the arguments for it. True, there is a lot of rotten software out there, and a lot of over-priced software. But the bottom line is the fact that the software programmers are spending large amounts of time writing software, regardless of that software's worth, and they do deserve compensation for that time. They have financial responsibilities to meet (aka "bills to pay") and if they don't make enough money writing software to meet those responsibilities, they'll either starve or find another line of work. A free-market economy allows the software programmer to put his work out to the public, and lets that work sink or swim on its own merits. The good programmers should survive. The lousy programmers should either starve or find another line of work.

And the software manufacturers have financial responsibilities of their own. They have staffs to pay, advertising costs to meet, customer support to finance, and

SEE BYTING, PAGE 19

GOOD SEC'S (FROM PAGE 2)

two advertisers for next months issue. We felt that this was due to the fact that the March and April issues had just been mailed out. He then suggested that we combine the June and July issues to make one Summer Holiday issue. This would give us an opportunity to get caught up with and stay current with the newsletter. It was also suggested that we that we combine two winter issues to make one Winter Holiday issue. This resolution was discussed, voted on, and passed by the Board. The Winter Holiday issue will be a combination of the December and January issues.

The next item brought before the Board was the discussion about joining the Amateur Radio Council of the Palm Beaches at the South Florida Fairgrounds for our Atarifest, to be held in November, on the same weekend as the upcoming Hamfest. We invited two members of the Amateur Radio group to speak to us and give us their proposals. Their offer to us was basically free space and half price tables to rent to our participants. The entry tickets would be a combined Hamfest , ATARIfest, and flea market ticket. After asking them where our profits would come from and if we could share the gate receipts with them, they said they could work that detail out, but they would have to get back to them. The Board voted unanimously to reject this offer.

The next order of business was the D.O.M. (disk of the month). Our DOM manager told us that there are no more DOM's available for sale. We suggested that he take programs from several disks and make one disk for sale. This idea was well received and accepted.

We were told by Jim Pazienza, our Librarian that he would not be available for the next couple of months because of his work and the need to do some travelling for them. It was suggested that we ask for a volunteer at the next meeting to run the Library in Jim's absence and to act

SEE GOOD SEC'S, PAGE 16

JIM'S CORNER

by Jim Woodward

Guess what guys (the collective 'guys', I'm not a chauvinist)? I don't have any set topic for this month, so I'm really gonna ramble this month. Hope you are ready for this.

FRONT PAGE

For those of you who have seen them in the past, the club newsletters that we receive are always full of suprises. Some good, some bad. For those who haven't seen them, take a look. Here is something that I've noticed lately.

Since Publishing Partner by SoftLogik came out, a good number of the newsletters have gone to using it to produce their newsletters. Heck, we are using it for the first time this month. There are groups who are using it very well and there are groups who have gotten out of control. Three different sizes of text (and four different fonts) on one page. Shaded boxes everywhere you look. Contests to see how many columns can be fitted onto a page. All I'm asking for is a little restraint. These are club newsletters, not Newsweek.

8-BITS FOREVER

I suggested letter writing campaigns before Antic and Analog have used their size to encourage them. And I'm glad that they used that clout to spread the message to the ATARI faithful. And again it has worked. As you will read in the CES reports, Springboard will be doing an 8-bit version of The Newsroom. The mail must have gotten to them. It worked with Electronic Arts and others. If there is to be hope for the 8-bits (and ST for that matter) we must all do our part. Buy the software that is released and if there is a company who isn't supporting us, get the word processor out.

TAKE ME OUT BACK AND...

All right, I admit it. I have become a disgrace to the ATARI world. I deserve everything I receive. And I'm man enough to take my punishment and not complain. Portions of the May and June/July covers were done on a Macintosh SE and an Imagewriter II. But only to get you used to what us ATARI owners can expect in the future as our machines can do desktop publishing like the Mac does.

COMPUSERVE STRIKES AGAIN

Those wild and crazy guys at CompuServe have done more to turn folks off to telecommunications than "War Games" ever did. First they tell everyone that the stuff uploaded to them belongs to them and can't be put on bulletin boards. Then, when everyone else lowers their 1200 baud price, they keep theirs high.

Now they are giving Ron Kovaks and his Z-Magazine a hard time. Why? Z-Mag was keeping folks informed about the 8-bit emulator for the ST line and the ATARI presence on rival GEnie. At first they told Ron to take Z-Mag elsewhere, then asked him to stay. Who is pulling the strings and calling the shots with the ATARI SIG sysops on CompuServe? Maybe they better wake up and smell the coffee, and realize why folks are switching to GEnie.

CONDO COMMANDO TRAINING SCHOOL

From reading some of the other newsletters, I know where the next generation of Condo Commandos will come from. (For those who don't know, a Condo Commando is a person who lives in a condo and thinks they run the place. They are the 'Little Generals' who pass all the silly rules and make life hell for condo dwellers. There are several attorneys locally who make good livings fighting back against these clowns.)

There are several clubs that have had power-plays, mass resignations, ST owners leave and start their own clubs, etc. Why? These are just computer clubs, not small third world countries. Do they have these problems at the local Moose lodge? Lets not take ourselves so seriously that we forget about the help with our computers and friendship we all joined the clubs for in the first place.

MY SIDE OF THE STORY

Contrary to what Ken White said about me in the May issue, I did not cry, or want to kill people over my Gato review being cut from a previous issue. It was just that we got the review copy in late December and we finally get the review in the newsletter in the April issue. I have spoken and that is all on the matter as far as I am concerned. Except to agree with Ken, you are a lot of things.....

AND SO IT GOES

Sorry Linda Ellerbee, but it was one of the books I read during my 41 hour bus trip back from Iowa. Good book, read it if you get a chance. Real stories, not the phony ones on network television, with a great sense of humor. See ya all next month.••

CENTER SEAT (FROM PAGE 2)

can't win, can we?

As I right this the new products (the Mega ST, Laser Printer, 1200 baud modem, 80-column interface) are not yet released. "Coming Soon!" Well, we are waiting!

THE NIGHTLY BUSINESS REPORT

A two for one split! AARRGGHH! I'm still kicking myself for not recommending that you buy ATARI stock. And I didn't buy any for myself. If you see me limping, it wasn't an accident. It was self inflicted! And if that isn't enough, it is over 30 dollars a share! Not bad, those lucky folks who got in at 11 have almost tripled their money! Excuse me while I go to the airport and wait for my ship to come in.

AND IN OTHER DEVELOPMENTS...

. There have been some interesting developments in the ATARI world lately. Ken White got into the Happy vs. Duplicator battle last month and this month it is the "bounty" on pirate boards by Michtron. CES had a few suprises (see articles in this issue). ATARI finally gave Darek Mihocka permission to release his 8-bit emulator for the ST into the public domain. The 8-bit software situation looks a little better with some new releases. Things look like they will be picking up with the ST as the new machines finally come out. At least things aren't dull, like some of those other computer companies.

AND NOW THE SPORTS...

Kids, don't attempt this at home! I am the only person I know that has water cooled disk drives. When I was moving I heard the aquarium stand making distressing noises. So I set it on the computer "desk". (O.K., it isn't a real desk but it gets the job done.) The I

SEE CENTER SEAT, NEXT PAGE

GOOD SEC'S (FROM PAGE 14)

as assistant Librarian.

Our new Secretary Don Mercer presented a registration form to be given to all members and non-members in order to gather information for the Service Directory to be published in the near future.

The last item of business to be covered was the annual Auction. It was suggested that it be held in September, all board members agreed, and the measure was carried.

There being no further business to discuss (except who was going to pay for the pizza , which we unanimously voted that our President should pay) The President adjourned the meeting.••

CENTER SEAT (FROM PREVIOUS PAGE)

went ahead and set the computer stuff up around it. It works. And the fish are getting better at River Raid.

NOW, SOMETHING DIFFERENT....

There is a British rock group called Sigue Sigue Sputnik that has a song called "ATARI BABY". It has nothing at all to do with ATARI. Different kind of group. My friends from Leeds, Manchester, U.K. tell me that the group is banned from performing in England. Had a few run-ins with the law; you know how those rock stars love to misbehave. Why did I bring it up? I needed something to fill space.

ON THE LIGHTER SIDE!

This is a true story, I got it from the Ann Landers column of May 25th. This story was sent to Ann by a reader who got it from the San Francisco Chronicle.

"A television ad offering two pancakes, a pair of eggs, sausage and bacon for only $2,49 made Marydawna A. Davis really hungry. So hungry, in fact, that the Dublin, California woman is suing a Concord pancake house for $2 billion because she did not get her cheap breakfast."

"In a suit filed in Contra Costa County Superior Court, Davis said that after watching the commercial she jumped into her car, drove to the International House of Pancakes in Concord and asked for the 'Sweet 16' special she had seen on TV. But the Concord shop was not participating in the breakfast special and Davis could not get her $2.49 meal."

"Davis, who is acting as her own attorney, claims she suffered a 'burning in the stomach from hunger' after she left the restaurant without eating, plus severe emotional distress and humiliation, hurt feelings and disappointment. She charged the pancake house had defrauded and deceived her."

THE BIG FINISH!

Well, that is all for now. I now have to save this to disk and then try to come up with a topic for my monthly ramblings. (No, this isn't the monthly ramblings!) Hope to see you all at the meetings. And remember, stay away from the "Bandits of the Prairie!" And so it goes!••

ATARI COMPUTER CLUB
OF
THE PALM BEACHES
NEW BBS NUMBER !!!

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300 BAUD 24 HOURS A DAY

CALL TODAY!!

MAILBOX MADNESS (FROM PAGE 4)

That, in my opinion, is completely irresponsible. The author of the article in Current Notes also brought up another very good criticism of the Duplicating Technologies' software. The back-up copies of Microprose software do not require you to enter authentication codes. This part of the program is removed so that Microprose software can be played without a manual. I am amazed that Antic magazine allows Duplicating Technologies to advertise. ANALOG Computing wouldn't even allow me to use the word "copy" in my advertising, and I don't blame them.

I would also like to add a very personal criticism of the Duplicating Technologies' software. After looking at their software, I am convinced it is nothing more than a copy of Chipmunk. I have looked closely at all of their parameters, and for the most part, they are identical to Chipmunk's. I spent about a year and a half developing the original Chipmunk parameters, and have been constantly working to improve Chipmunk so that it can back up as much Atari software as possible. I personally feel robbed that the people of Duplicating Technologies copied my parameters, slightly modified the Chipmunk program, and are now advertising "the best back-up program available".

I feel that a need exists for people to back-up their software, and Chipmunk is a legal, and legitimate alternative for Atari owners. I also welcome competition. I enjoy seeing new products for the Atari, even if they are by a competitor. I do not, however, appreciate false, irresponsible, objectionable advertising, and blatant disregard for copyright law. This not only hurts my company, but it hurts all Atari owners.

Sincerely,
Eli Tomlinson

KEN REPLIES:

A couple of weeks ago, there was a lot of discussion going on in the regular ST conference on GEnie concerning everyone's outrage over the Duplicating Technologies ad in the new Antic. I assumed they were talking about the same ad that we'd rejected for inclusion in the Pokey Press..... Imagine my surprise when I saw the new Antic at the club meeting the following week, and saw the NEW Duplicating Technologies ad, the one mentioned by Mr. Tomlinson.

The discussion on GEnie centered around contacting ALL of the Atari-specific magazines and requesting that they no longer accept advertising from Duplicating Technologies. For a company to, as Mr. Tomlinson put it, exhibit a "blatant disregard for copyright law", is bad enough. However, it's companies like Duplicating Technologies that are killing the Atari 8-bit line. How can an Atari 8-bit owner who DOES NOT pirate software argue against the charge that Atari owners are the worst pirates when there are products like the Duplicator available that are obviously designed and advertised to allow Atari owners to steal AND freely exchange copyrighted software?0

The only comfort I get from this is the fact that, from reports I've read, the 1050 Duplicator is such an ineffective piece of hardware, and has received such poor reviews and word-of-mouth, that nobody is buying it. Perhaps this is the motivation behind the latest Duplicating Technologies ad campaign....if the hardware and software won't sell on it's own merits, then appeal to the greed and corruption I mention in this month's editorial (see page 14 - plug...plug...)

As for Mr. Tomlinson's charge that DT stole Chipmunk and repackaged it...that would certainly be in character...••

SUMMER C.E.S. (FROM PAGE 3)

in our later reports. During just our first hours around the crowded Atari area, here's what we found that seemed especially impressive:

Micro D of Canada was showing a prototype 2/4Mb memory upgrade board that is supposed to install inside any ST without soldering. The Data-Free Board will sell for $159 without RAM chips. The 4-megabyte upgrade requires 32 chips and the 2Mb takes 16. The chips cost $30 each from Micro D or you can shop for a better price on your own. Hybrid Arts, the king of Atari MIDI developers, was showing their $1995 ADAP Soundrack digital sampling system, which will be on sale in July. ADAP offers the sound quality of compact disks -- in true stereo; you get a dual hardware setup. On a stage in the Atari area, ADAP was in action -- effortlessly pulling selected portions off any tape and manipulating he sound in real-time with a simple visual interface. Sounds could be played back in reverse, cut and pasted, stretched, faded and otherwise manipulated, as fast as you could click a mouse.

Frank Foster of Hybrid Arts told Antic that Tom Hudson is looking into the ADAP math co-processor box for speeding up certain math-intensive operations of his graphics software (DEGAS, CAD-3D) such as ray tracing.

Springboard was showing their little-publicized ST conversion of Certificate Maker at the Atari booth.

Shelbourne Software's 3D Breakthrough, the first ST game using the Stereotek 3D Glasses, was a spectacular sight. You move through an elaborate maze by shooting your way through flashy barriers. The disk will also include a non-3D version that doesn't require glasses.

8-BIT NEW PRODUCT ROUNDUP

"Okay, all those letters this month from Antic readers have convinced us there's still an 8-bit Atari market out there," said Springboard Software president John Poulson at his company's CES booth. "You'll be glad to know that Springboard has now started work on an 8-bit Atari version of Newsroom.

Newsroom is a popular entry-level page layout program for easy newsletters. Springboard is already showing an ST version of their Certificate Maker here, this product is currently shipping.

Good news for Atari graphics users who have been trying to find a touch tablet. Suncom's Animation Station for XL/XE is now available. The included software provides many pre-drawn pictures as well as automatic shape generation. The tablet can be used in place of joysticks or paddles to control any standard Atari software, according to Suncom.

At Antic's suggestion, Suncom is now looking into converting their Convenient keyboard-mounted joystick for use with the Atari 8-bit and ST.

Strategic Simulations Inc. had extra reason for celebrating at their suite, high above the Chicago River. Last week they signed a contract with TSR to start the first computer versions of the original Dungeons and Dragons games. You should be able to play D&D on your Atari by Christmas.

Datasoft, now being released through Electronic Arts, has two welcome 8-bit titles due out before July. Video Title Shop ($29.95) lets you create colorful animated sequences with graphics and moving text -- which can be transferred to your videorecorder tape via standard electronics cables. Video Title Shop includes the Micro-Painter Plus paint program and a library of built-in borders and screen images. Scrolling, position-changes, fadeouts and a whole range of video special effects are supported. A second disk of video "clip art" for the program will also be released this year.

SEE SUMMER C.E.S., NEXT PAGE

520 ST

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1040 ST

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1500 records capacity to handle any household.

Memory-based processing -- extremely fast!!! Output available for screen and/or printer for permanent records. Tracking of cost versus values is also supported via a mini spreadsheet.

SUMMER C.E.S. (FROM PREVIOUS PAGE)

Also from Datasoft at $29.95 is the second installment of Alternate Reality -- The Dungeon -- which seems to play much faster and more conveniently, with less disk swapping than the earlier installment of this large-scale graphics adventure game.

Most of the unreleased software on display at CES was promised for shipment by early summer. One of the few new packages I was actually able to bring back for review is...Virtuoso. This is the long-evolving music/graphics storyboard system that Antic previewed almost two years ago. The XL/XE version is $49.95 and the ST version is reportedly well along in development.

Infocom had two of its top adventure programmers on hand at the show -- Dave Lebling (Lurking Horror) and Steve Meretzky (Stationfall, Hitchikers Guide). Brian Moriarty was left home in Boston to continue working on the new Beyond Zork project which will blend role-playing with the text adventure format. Activision, Infocom's parent company, had only two arcade cartridges for the Atari 2600, Kung Fu Master and Commando.

AVATEX 2400 BAUD MODEM

Avatex, well-known for its low-priced Hayes-compatible modems, now has a speedy 2400 baud unit. List price is $319 but previous Avatex modems have been dramatically discounted.

We ran into some offbeat items for souvenir-hungry Atarians. Classic Covers offers protective covers for Atari computers, monitors, disk drives and printers -- all emblazoned with a big golden fuji symbol and the Atari name.

Another company was showing credit-card-sized pocket calculators featuring the fuji and Atari name.

By the way, Atari used the CES opening to announce that they had a 45% increase in first quarter sales this year -- $65.1 million -- and they were making a 2-for-stock split.

This news bumped up the price of Atari stock by about $5, to over $30 per share.

SECOND ANNUAL ATARI ROAST

Towards the end of the Consumer Electronics Show, we got our first look at some additional important ST software:

Broderbund is jumping into the ST marketplace with Art Director and Film Director, a DEGAS-quality paint program that will be packaged together with an animation module for $79.95. This software, originally designed by the Hungarians who did ST Battlezone, is expected to ship in August. Features include: rescale, stretch, distort, bend, bulge, spin, perspective, scroll and spin.

Not quite as far along is the ST version of Broderbund's all-time bestseller, Print Shop. It is due this fall at $49.95 and will be similar to the sophisticated Macintosh version. Also coming from Broderbund this fall is the ST Karateka at $34.95.

Timeworks Desktop Publisher this fall will join the company's ST word processor, spreadsheet and database software.

Spitfire 1940 is an ST flight combat game coming from Avalon Hill this summer. We also picked up an 8-bit review copy of their Guderian wargame.

ANNUAL ATARI ROAST

On the evening before CES's final day, CLAUG invites a busload of executives and programmers from Atari and independent companies to dinner at a college dining hall in the western suburbs, about as far from town as O'Hare Airport.

This year Atari vice president Leonard Tramiel revealed that a 16-bit graphics workstation is in a fairly advanced stage of development. This would be compatible with the ST but much more powerful. He said that any 32-bit multitasking computer would need to run Unix, but it was a problem deciding which competing version of Unix would be best.

Marketing communications director Neil Harris stated that ST Word Perfect, due in July, runs five times faster than the bestselling IBM version.

Harris explained that Atari's top priority at this particular CES was to revitalize the 8-bit line by packaging a redesigned 65XE as a high-end game

SEE SUMMER C.E.S., PAGE 20

LIVE FROM C.E.S. (FROM PAGE 3)

Timeworks had a collection of utilities in the form of a desk accessory called Partner ST -- a thesauras is included.

Broderbund announced Printshop, Karateka, and a combined version of Art Director with Film Director (yay) -- they have committed to attending the Santa Clara Atari show. Looks like they're backing us in a big way. Karateka is a karate game. Like Karate Kid, only better (grin).

Microprose is finishing up Gunship and one of their other games (maybe F-15!!). Atari has shipped a few of the Arrakis educational programs like Biology, Algebra, and some others, aimed at middle school students. Psygnosis has a hot new game called Barbarian -- a fully graphic fantasy role-playing game -- point at an object and get a window with a list of things to do or describe.

Eidersoft had a sound digitiser called Pro Sound Designer. A company called the Robot Factory had a really neat gimmick -- a fuzzy doll robot that was hooked up to an ST through MIDI...and was playing the keyboard in time with a piano roll program from GRS. Its mouth moved in time with the voice of the announcer through a microphone -- this one got filmed by MTV News.

There were some other ST things too that were talked about, we'll have to post these to the ST RT as we dig through our notes.

On the game side.....

We had the new XE Game System on display along with a finished version of Flight Simulator II on a 256K ROM cart (included the program and the scenery disk). There were 8 or 10 new titles for both the 7800 and the 2600. One-on-One for the 7800 is done and is "great" (I am undefeated in the last year, it must be great!) and Desert Falcon is also done and into production. Even the new 2600 games were pretty impressive. And Activision and Epyx announced that they're doing their own titles for the 2600, and Atari Explorer and ANALOG will begin video game coverage on a limited basis.

Atari will have their own booth at NAMM (National Association of Music Merchants) late in June, making us the first computer manufacturer to ever exibit there. We want to OWN the MIDI market.

That's about it for now, let's open the floor to chaos now.

<[Michtron] GORDON> Before we do that we will let John Symes from Microdeal tell you about all the new stuff Microdeal showed at CES.

<MICROD> I saw a 3d game player from sega today...pretty good. We were demoing Airball, a marble madness type game out with rooms nearly 300 rooms and after 4 days of the show we are all still playing you cannot

SEE LIVE FROM C.E.S., PAGE 20

BYTING (FROM PAGE 14)

all the other expenses involved in doing business. Every piece of software pirated, and not purchased, means X amount of dollars less that they'll have to meet these responsibilities.

The retailers, too, have their expenses, similar to those of the software manufacturers, and if the software packages on their shelves aren't moving because "everybody" already has a copy of the programs, they're faced with a difficult decision. If software for a particular line of computers isn't selling, the only alternative left to the retailer is to stop supporting that particular line of computer, and fill the shelves with software that WILL sell. When that happens, the software manufacturer stops selling that line of computer software, since the retailers are not buying it, and the software programmers stop programming for that line of computer, since no software house will market their programs. It boomerangs back and forth, and before the software buyer (and pirate, too) knows it, there's very little commercial software available for his/her computer.

Obviously something has to be done. And Mr. Monnier's offer may be the only viable way to go for the software manufacturers. By offering a substantial bounty for pirate BBSs, he may well corrupt those who are most open to corruption, and I think that there are a lot of pirate BBS sysops who are going to be crying before long.

On the other hand, it's possible that what will disappear will be Michtron software from the pirate BBSs. Unless, of course, other software manufacturers follow Mr. Monnier's lead, and offer similar bounties for THEIR particular brands of software. That possibility is a distinct one, I think.

The final effect? A number of pirate BBSs are going to be put out of business. Those that remain will probably lock themselves up tighter than Fort Knox. Pirate sysops will probably be EXTREMELY unwilling to offer "high-level" access to people they don't know, or trust implicitely. That will limit the number of both active pirate BBSs and active software pirates.

Either way (close-down or heavy restrictions on users) will have the result that Mr. Monnier, and the other software manufacturers are looking for. Which is probably a good thing.

As I said, I have mixed feelings about this latest direction that the attack on software piracy is taking. Having been burned in the past by lousy software that I purchased, I'm quite reluctant to purchase software that I haven't seen and used first, regardless of how I acquire that software. On the other hand, I do realize that I am probably in the minority when it comes to those who "pirate" software, in that I WILL then purchase a copy of a software title if I find that it meets my needs, or is worth the going price. Most "pirates" that I've talked to feel they are "getting over" on the software manufacturers, and are more than happy to continue using pirated software every day.

So, though the idea of turning people into informers grates at my personal moral sensitivities, I do realize that something must be done to at least slow the spread of pirated software, if not eliminate it entirely from bulletin board systems. The 8-bit Atari line is, as I write, still being damaged by the spectre of piracy (though I firmly believe that the decline in software availability is due as much to the relatively small numbers of Atari 8-bits out there compared to other machines as it is to piracy), and I really don't want to be backed into that same corner with my ST. If Mr. Monnier's offer will help stop that possibility, I guess that I'll have to be counted as a reluctant supporter of the move.....

ON A LIGHTER NOTE...

Unless you're completely blind, and are reading the Braille version of the Pokey Press, you probably notice a new look to the newsletter.

Yes, desktop publishing, in the form of Publishing Partner and an NEC P-6 printer, has finally come to the Atari Computer Club of the Palm Beaches. And I, for one, am more than delighted with this turn of events.

I've mentioned how I got into computers, since I needed something a bit more flexible than a typewriter for my writing. Well, before I even made THAT decision, there was something else that almost pushed me into the wonderful world of electronics...

I was a radio announcer and music director at a rock n' roll radio station, and one day, the owner of the station came up with the brilliant idea of publishing a newspaper. He saw it as something he could give away ads in, in conjunction with advertising people were buying on the air. Being the only member of the staff with newspaper experience, I was chosen to lead this charge into the world of print.

For the next 9 months, I put out "Street Beat" almost entirely on my own (with some editorial contributions from other members of the air staff). I wrote about 50% of the copy, did all the production, shuffled the whole mess off to the printer, hung out beside the presses till the thing was done, then hit the streets and distributed it from Miami to Ft. Pierce. Then the station changed ownership and format, I lost my job, and "Street Beat" ceased to exist.

Until one day, an artist friend of mine (let's call him Paul from Wales) suggested that he and I revive "Street Beat" and publish it on our own, selling advertising to keep it afloat and, hopefully, make a profit as well. Not having much else to do at the time (except work on a series of short novels...) I said okay.

For the next six months, we toiled, putting out "Street Beat" every month. From the beginning, we were breaking even, though there wasn't a whole hell of a lot of profit turning up. One of our major expenses, other than the actual cost of printing (we were running 28-36 pages per month, tabloid newspaper size...) was typesetting. Each month, I'd gather up all the copy and hustle it on up to a typesetter, who would type it into his typesetting machine, then give it back to me, in neat columns. He'd also give me a neat little bill in the amount of $200 or so.

While putting out some copies at the Florida Institute of Technology, in Jensen Beach, I found an electronics company catalog (mail order), and in this catalog, they went into a great deal of detail about the then-revolutionary Atari 800. It was, as they described it, the best home computer to be found anywhere at any price.

Among the things they mentioned was the ability to print out nicely-justified columns of text. At that point, I began to dream of how wonderful it would be to type in my copy for each issue of "Street Beat", then print it out in columns and paste it down on the paste-up sheets. I also began to dream of the $200 per month we'd be saving, and how half of that $200 per month would wind up in my pocket.

I talked to Paul from Wales about this, and he agreed it would be a really swell idea. We decided that we would start putting away all the profits from "Street Beat", in plans of purchasing this wonderful Atari 800 system.

A month or so later, Paul from Wales had fled back to Wales (to start a jet-ski concession on the Welsh coast (or so he said), leaving me holding about $300 in unpaid bills, and taking the only exisiting manuscript of a short novel of mine that he was going to illustrate. And that was the end of my desktop publishing dreams for that year.

SEE BYTING, NEXT PAGE

LIVE FROM C.E.S. (FROM PAGE 18)

put this down...shipping june 8th

We also had Replay our sound digitiser this really does digitize great ... and has code for gfa as well. We also showed digi drum, the drum kit sequencer.

One other thing is that airball will have a full gem construction kit (later) you can meet all our developers at comdex (no poaching) in november

<[MichTron] GORDON> MichTron was showing a demo version of a new GFA Product called GFA Object. Its similar to Antic's Cad 3D but much easier to use and you can take the pictures and use them in BASIC, Vector and GFA DRAFT PLUS. I will post a demo of Object in the library in a few days..

We also were showing all of our Make It Move demos.. They attracted lots of attention..

A couple of quick questions (raise your hand) and then we will open it up

<[Jinfu] J.CHEN> Neil, what's the difference of the ATari stock listed in AMEX? Atari n and Atar Wi.

<[CES Gang] DARLAH> Neil here...WI means WHEN ISSUED -- this is the after-split price...we have a 2-for-1 split going into effect, so the price goes down in half and everyone gets twice as many shares.

<MICROD> went to claug meeting last night and atari said things about 68020 machine

<[CES Gang] DARLAH> What we said was, no news on a 68020 machine until later...we *are* working on one to include UNIX, but it will be a 1988 product at best.

<[MichTron] GORDON> The MichTron RCS editor for GFA BASIC should be out sometime in July..

<PIONEER> Atari at Ces appears to be XE-game related, but what about some info for us die-hard ST users? Release dates for the Mega, Blitter? Laser?

<[CES Gang] DARLAH> the people who buy at CES are mass merchants, not dealers...we did not want to scare dealers by showing Megas there. We are about to head on the road to visit dealers face to face...to sign up Mega dealers.

<[Jinfu] J.CHEN> Neil, does it mean not EVERY current 1040 dealer can carry Mega?

<[CES Gang] DARLAH> Correct, Jinfu

<[Dave] D.M.SCHWARTZ> What is the latest news about the new TOS/ROMs??

<[CES Gang] DARLAH> To get the basic answers to questions on product availability...go to the ST RT and an info file will give you the latest scoop. Oooops -- it is in the ATARI RT, not the ST one. And it only will appear to you one time, so be sure to capture it.••

BYTING (FROM PREVIOUS PAGE)

So you can see that this issue, done entirely with an Atari computer and desktop publishing software, and taking next-to-no paste-up, is vindication for all that has gone on before. Everybody has their price, and mine is obviously lower than most.

Thanks to all who voted to combine the June/July and December/January newsletters, taking an enormous load off my....uh...mind. I think we're all going to have an easier time with the new schedule. And certainly, it'll give me (and whatever fool might follow in my editorial footsteps - walk a mile in my clogs?) a break around Christmas/New Years/and/or/pagen holiday of your choice.

Also thanks to all the contributers last issue (Al Tressel, Javier Korneluk, Don Mercer, Jim Woodward, et. al.), and to Mark Cantrell for graphics and Victor Abreu for his production skills.

Next month, somebody else will be handling many of the editorial duties, since I shall be vacationing in the Great White North for a couple of weeks...then I shall return....so WATCH OUT.....••

SUMMER C.E.S. (FROM PAGE 18)

system, in direct competition with Nintendo and Sega. That's why the Mega ST and the Atari Laser Printer were not displayed this time. According to Harris, the XE Game System was receiving an enthusiastic early response from mass-market purchasing agents.

MORE XF551 AND ADOS

Here's some additional details about the new Atari 8-bit disk drive and other Atari hardware.

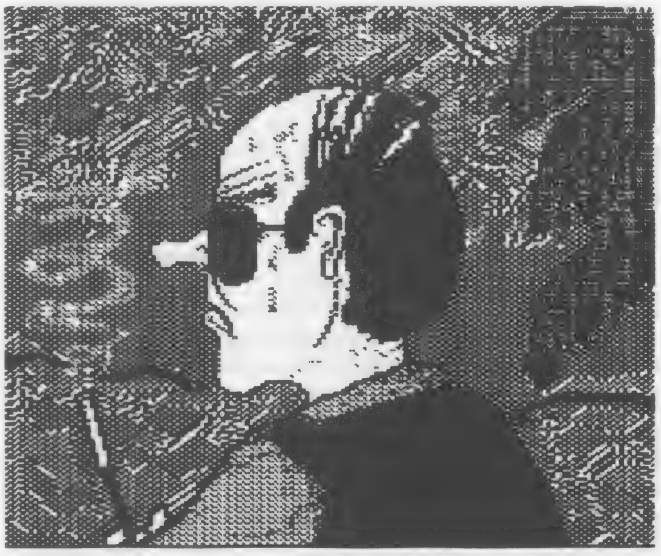
Essentially, the XF551 is an adaptation of the standard disk drive mechanism being used for Atari's IBM clone. The 360K, double-sided, double-density 5 1/4 inch disk drive runs 2.9 times faster than the Atari 1050 and is due in the stores this summer at a $199.95 list-price.

The XF551 can automatically adapt itself to today's single density and enhanced density DOS disks. However, ADOS, the new OSS operating system coming with the XF551 includes a tree structure allowing subdirectories, easy switching between menus or keyboard commands, and a high degree of file recovery safety.

Bill Wilkinson of OSS says that ADOS will run on any Atari-compatible disk drive, from the old 810 to a 16Mb hard disk. Although 8Mb is the upper limit for efficient operation, a larger hard disk can be partitioned into several logical drives. DOS 2 and 2.5 files can be read into ADOS, but ADOS is not fully compatible with the older operating systems.

Along with the XF551, the Atari products announced in January at the previous CES are now also scheduled for summer release. This impressive list includes the Mega ST in 1, 2 and 4 megabytes, a $1,500 laser printer, the Atari PC clone, the $150 XE Game System version of the 65XE, the 80-column XEP80 display box and the 1200-baud SX212 modem.

By the way, Atari is going back to Chicago in three weeks, where it will show off the ST's MIDI power and become the first personal computer company ever to exhibit at NAMM, the music instrument industry's show.••



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ATARI ONLINE (FROM PAGE 6)

of the booth, which you could sit in and play with, after filling out a 'boarding pass' provided by suitably attired 'flight attendants'. After your 'flight', you were given a pair of 'Wings' to pin on...

There was an actual aircraft cockpit whose controls were tied into an ST running Flight Simulator II on a large projection TV out the front window, giving a very realistic feeling to the game!

All of this tied into the packaging of the FS II game cartridge with the new XE Game System, which includes the main game console, a detached keyboard unit and a 'gun' type game controller (to let you blast things on the screen).

The XE Game System is effectively a 65XE computer, but packaged to appeal to a much wider audience.

Games, including the 2600 and 7800 systems were very much in evidence with new cartridges for both systems. For the computer systems, Midi-Maze was being played, in its 'final' (?) version, which now allows a one-player option for when you don't have 15 other STs handy to link together. Jim Yee has added some VERY nasty 'ninja' happy-faces which actually chase you down!

Michtron was showing 'Airball' from Microdeal, with stunning graphics, which may make a lot of 'Marble Madness' players feel right at home... Mindscape, Electronics Arts, Epyx and FTL were showing games.. FTL had what was reportedly the final version of DungeonMaster running.

There were 2 Atari PC computers running a variety of IBM programs.. one was displaying some very impressive CGA color graphics pictures.

The new Double Density disk drive for the Atari 8-bit systems was shown, in a grey case matching the 130XE, and reportedly at about the same price the current 1050 drives are selling for.

There was a large area devoted to the MIDI Music capabilities of the ST, including Hybrid Arts, Dr. T's, and the QRS Player Piano systems... the highlight there was a large shaggy robot from the 'Robot Factory', playing along with the music, controlled from the ST's MIDI port!

And all of this was just in the Atari booth!

Category 14, Topic 3
Message 41 Fri Jun 05, 1987
NHARRIS [Neil @ Atari] at 21:21 EDT

Anyone who thinks the Atari booth at CES was not crowded was obviously not there. It was jammed, especially around the ST and PC displays, and was easily the busiest booth in the hall.

Category 14, Topic 3
Message 45 Sat Jun 06, 1987
M.CALMESE at 01:56 CDT

This ones for all you MIDI fans, Hybrid Arts made a very good showing this time. They showed an updated version of EZ Tracks, a demo of EZ Score,and the long awaited ADAP Sampler.

EZ Tracks Plus has a better user interface and a lot of new features. It has added note editing witch was one thing that the original lacked. When you select the note edit option you are presented with a screen with all the notes in your composition. You can then play them one at a time and it allows you to edit all note data including its volume. All in all it is a nice improvement of an all ready good prg and at $65.00 the price is just right. Upgrades are $15.00.

The most impressive product demonstrated by H.A. was their Digital Re- corder/Sampler called ADAP. It samples at the same rate as a compact disk player(44.1kHz), with 16 bit linear resolution, and will sample at that rate for 20 sec. THe more memory the longer the sample time. On a Mega 4 you could sample up tp 120 sec at 44.1kHz. This sampler works with any MIDI keyboard. It will record any sound (analog or digital) and reproduce it digitally with compact disk quality. At the show they sampled a compact disk. The reproduction was so perfect that (were it not for the 10 sec sample time), you could not tell witch machine was playing. The price is $1995.00 and is cheap when compared to a Karswil that it may be comparable to. It should be available at the end of the month.

Category 14, Topic 3
Message 46 Sat Jun 06, 1987
M.CALMESE at 01:58 CDT

Xetec, the interface people were showing two ST products, a CAD program called SCAD and a printer buffer with some very nice features.

SCAD has the following feaaters: GEM-based, multiple pages allowing work on up to 16 drawings at a time, System accurate to .001 inch, supports Star, Epson, and ProWriter or compats and HP compat laser printers, page sizes up to 32x32 inches, loadable Font styles, up to 128 user defined line styles, and 256 user defined fill patterns, Rotate items in .1 degree increments using any reference point, flip and inlarge or reduce items, change the mouse cursor shap, and many more features.

The new Xetec Printer Enhancer offers 64 to 128k of buffer space and hardware and software support for two independent printers. The most exciting feature is that it has 8 internal fonts including Typewriter, News, Script, Manhattan, Shadow, Block, and Tech. These are selectable by soft ware or front panel control.

The front panel controls include Clear, Copy, Pause, Select, and Font plus LED indicators for printer and font selections.

The price is $249.00 which seems a bit steep to me, but maybe someone else will see the value of this system and offer a similar product at a lower price.

Category 14, Topic 4
Message 152 Fri Jun 05, 1987
NHARRIS [Neil @ Atari] at 21:25 EDT

There are no 1040ST's with modulators. And the 520ST includes a single sided drive -- we want to continue this as the low-cost entry point for the ST line. Some people don't care about price, and they can go for a 1040ST or higher, but for those on a budget, we want to save them the $100 and give them a chance to get into the ST. The 520STFM lists for $399.

Category 14, Topic 4
Message 153 Fri Jun 05, 1987
G.ANDERSON at 20:29 CDT

$399 for the new version of the 520STFM????? Does that include the Monochrome monitor?????? I KNOW it can't include an RGB. The Amiga 500 retails for $699 without monitor, the 520STFM for $399 the 1040ST (really wish you would put a composite output on that thing) will continue for around $1,000 with RGB???????? Now, about the price of the Megas.....
??
??????????????????????????

Category 14, Topic 4
Message 154 Sat Jun 06, 1987
NHARRIS [Neil @ Atari] at 01:17 EDT

The $399 price is without a monitor, which adds $200 for monochrome or $400 for RGB color.

SEE ATARI ONLINE, NEXT PAGE

ATARI ONLINE (FROM PREVIOUS PAGE)

Category 14, Topic 8
Message 194 Wed May 27, 1987
NHARRIS [Neil @ Atari] at 02:05 EDT

The first Megas will arrive in July. Since supplies will be limited, I would not be surprised if some dealers don't get them right away. They are on a strict allocation policy.

The laser printer is not yet available. The printer itself is in pre-production but the interface board (which includes an extra DMA port) is not yet ready to go -- there's a custom chip that goes with it. Expect July on this one too.

The XEP-80 should hit during June.

Category 14, Topic 23
Message 1 Tue May 12, 1987
J.CHEN [Jinfu] (Forwarded)

Just when many of us complaining about Atari's vaporware, here are some exciting news from Europe. In May 4th issue of Electronic Engineering Times, there is a news about an exhibition in London (was the one Gordon and David Small went?). The title is "Atari ST Uses Cover Wide Scope".

"Engineers who happened to drop into the show were startled to find an Atari ST computer which thought it was an osciloscope.

"The simulated osciloscope was the latest product from Eidersoft Software Ltd(England). For $82, the Pro Sound Desinger and sound digitizer allow the ST enthusiast to capture sounds... The package includes an 8-bit sound sampler that works over the Centronics port (printer port), and allows the user to have full control over the AY-3-810 sound chip. What caught the eye, though, was the simulated instrument front-panel on the computer's screen.

"This gave eight programmable function keys(operated with the mouse) and a continuous osciloscope display of input. Even Eidersoft, though, seemed to have doubts whether Pro Sound Desinger will find a permanet place on the professional engineer's bench.

"Its lists of uses for the products, including such high-minded pursuits as digital tape recording, sound education and speech analysis, ended with a fankly expressed 'fun, fun, fun.'

"On the business side, another British company has turned its attention to the Atari ST with a relational database.

"Suprebase Personal from Precision Software Ltd. places no limit on the number of fields or on the size of the record.

"A graphics management capability allows pictures to be retrieved, and displayed next to their database record.
"Another exhibitor, Software Punch has concentrated on networking for the ST. Its low-speed network, PunchNet, which runs at 19.2 kbits per second, has been on sale for over a year.

"Now it has introduced a 1 Mbit-per-second high speed network, PunchNet Plus ... allows 32,000 users, compared with only 240 in the low-speed version.

"PunchNet Plus uses software based on the GEM environment, and has additional hardware in the form of a second processor and extra cards. According to the company, 32,000 printers or 32,000 hard disks could be attached to the network, and any users could operate them as though they were all attached to their own computers. Still seeking to exploit the Atari ST even further, Software Punch is now developing an Ethernet-compatible system which operate at 10 Mbps.

Category 14, Topic 23
Message 6 Wed May 13, 1987
NHARRIS [Neil @ Atari] at 01:54 EDT

We have a person whose job is specifically to "bird-dog" software products around the world and bring them to the attention of the various Atari subsidiaries. Hope to find out more on Punch-Net -- sounds too good to be true!

FYI, here is a quicky org chart for Atari Corp and subs:

ATARI CORPORATION (parent)

Atari Technology Corp.	Atari (U.S.) Corp.	Atari (Canada) Corp.	Atari (U.K.) Corp.

Atari (Germany) Corp.	Atari (Spain) Corp.	Atari (France) Corp.

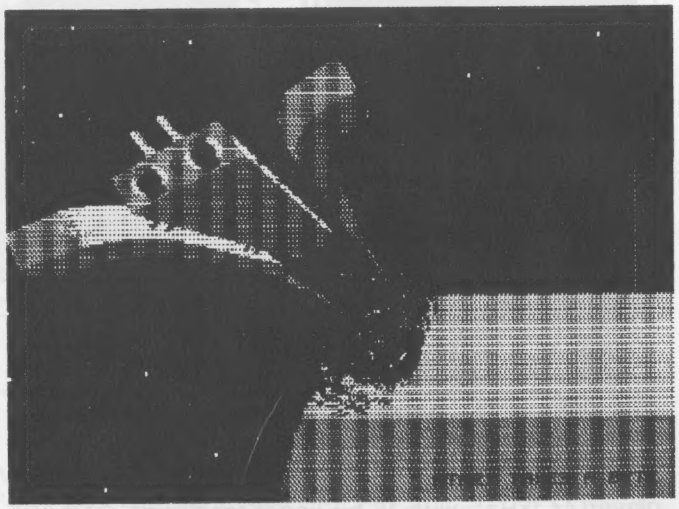
Atari Corporation includes folks like Jack and Sam Tramiel, the finance and legal departments, and other administration. Atari Technology includes Shiraz Shivji's R&D group and Leonard Tramiel's Software Engineering group (including developer support). The various countries have their own sales, marketing, support, and accounting departments. Essentially what we have is a centralized R&D organization and separate marketing companies. An interesting note -- the old Atari under Warner had separate divisions for engineering (coin-op, home computers, consumer electronics, education, etc.) and one centralized marketing group -- we are opposites in corporate structure.

Category 14, Topic 23
Message 7 Wed May 13, 1987
NHARRIS [Neil @ Atari] at 01:58 EDT

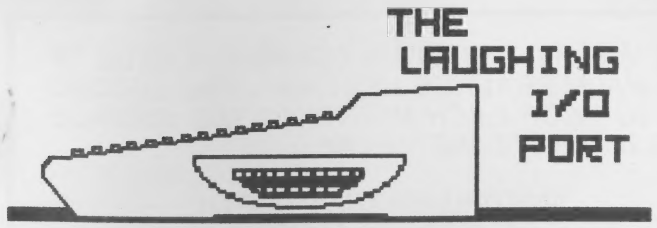
Aside from the countries mentioned above, we have subs in Italy, Taiwan (which is the manufacturing group), and Japan (production engineering group). There's a new sub in Sweden. In other countries, we are represented by exclusive distributors.

So -- when you want to know why we do things differently in Germany than we do here, the answer is that there's a completely different sales & marketing group over there, which has a great deal of autonomy in their own operations.

I fall into the Atari (U.S.) Corp. area, although I try to help my counterparts in the other countries as much as possible. Mark Jansen has recently moved from my organization into Len Tramiel's in his new role as a tech writer.(Congrats, Mark!)••



THE ASSAULT BEGINS.....FIRST BEACHHEAD: DESKTOP PUBLISHING!



THE DOGMAN CAPER PT. 1

By Albert X.

I was sitting at my desk, staring up at the wallpaper that covered the ceiling, wondering why somebody would want to wallpaper the ceiling. I didn't have any answers. Wallpaper isn't my line. I deal in crime.

Maygo's the name, Jock Maygo. My friends call me sir. I'm a private investigator; a peeper, a private dick, a snooper, a private eye. a gumshoe. It's not much of a life, standing waist-deep in the sewer of society. But somebody has to do it. I'm that somebody.

I was just finishing the idle thought about the wallpapered ceiling when the phone rang. Woody Woodson at the cop shop. They'd found a rich old man with his throat torn out. Looked like it was done by some kind of wild animal. The old man's daughter wanted a private investigator to investigate. Didn't trust the cops. Woody had recommended me, and she wanted to see the goods.

When I got to the impossibly-large house, an oily gent came out of the house and led me in to see the new boss. I followed the glistening footprints he left, sniffing a vaguely-familiar scent that came off of his body. Mary Marree was a nice looking little dame, a little vacant around the eyes, but a solid looker all the same.

She had an interesting story to tell. Apparently the oily gent was the old man's personal manservant. The manservant had come home from the movies to find the old man lying on the carpet in the game room, bleeding from a massive throat wound. The old man had managed to hiss "Dogman" before he took his last gasp of air.

I blinked once. Then blinked again. "Dogman". Had an ugly sound to it. Not us ugly as "Ratman", maybe, or "Rhinoman". But ugly none the less.

I guess Mary saw the confusion on my features, since she quickly said, "It's a computer game. Big best seller."

Computer game, eh? I'd seen the video arcades that had replaced the pinball halls of my youth. Many times, I'd considered going into one of those video arcades and opening up with my sawed-off shotgun. That would show them the real meaning of high scores. But I tried to push those thoughts out of my mind. This was no place for a daydream, however pleasant.

"You think this 'Dogman' has something to do with your father's death?" I asked her.

Mary shrugged. "You're the private eye," she said with a giggle. "You tell me."

I didn't much care for little Mary's attitude. Maybe she'd be in that video arcade when the day came.

"I'll get on it right away, ma'm," I said quickly. "That'll be..."

Before I could finish telling her my price, she'd shoved a wad of bills into my sweaty palm. "Let me know when that runs out," she said breathlessly. "There's plenty more where it came from."

"I'll bet," I said with a dry chuckle. I considered asking her for a glass of water to ease the dryness, but figured she probably had nothing but vintage champagne on tap. I coughed nervously, then nodded. "I'll call when I have something."

The oily gent slid into view and I followed him back to the car. As I slipped behind the wheel, I recognized the scent that rose from the manservant. Corn oil. Poly-unsaturated. Low in cholesterol.

As I rolled back toward the city, I thought about the case. The old man's final words had been unusual, to say the least. Or the most, for that matter. On the other hand, you have to say something when you're checking out, and I guess "Dogman" was as good as anything.

My first step was obviously to check into one of those video arcade places. The girl had said Dogman was a computer game.

It wasn't hard to find a video arcade; they're on every street corner in the city. I parked the car at a meter and strolled into the first arcade I saw. My hand was on my piece; never knew what the little savages might try.

The place was nearly deserted. I guess the little animals were at school or something. I walked the aisles of blinking, noisy machines. Death Heart. Slime Person. Vivivavuk. All apparently big hits. There were greasy fingerprints on their video screen. But I saw no sign of Dogman.

Taking a deep breath, I stepped up to the counter in the front. A greenish-complexioned kid with acne scars you could drive a lunar rover into gave me the eye. I gave it back to him. I already had two.

"Yeah, dude?" he asked with a sneer.

"Shut your trap, kid," I said swiftly, grabbing a handful of collar and a couple of inches of throat. "I want to see Dogman and I want to see it now!"

"Hey, dude," the little slimebag complained. "Dogman ain't no video game. It's a computer game."

"Computer game, video games, what's the difference?" I snarled. "Where the hell are the pinball machines?" I squeezed tighter and leaned forward.

His eyes were bulging. At first I thought that maybe there was a little bit of dried food on the corner of my mouth or something. Then I realized that I'd effectively cut off the passage of air through his windpipe. I let go of his throat and stepped back, wiping the sweat from my forehead.

"Sorry," I barked. "I picked up something overseas. It comes and goes."

The little worm was rubbing his throat, gasping. I leaned forward again and he stepped back quickly, raising both hands. "I'm sorry, dude," he rasped. "I'll tell the manager to get some pinball machines in here by the end of the week."

'That's real fine, kid," I replied. "So Dogman is a computer game." I paused a moment, then snapped, "Right?"

"Yeah, right, dude," the kid said quickly. "It's made by DataMush Technologies. Runs on the Atari 8-bit computer. There's a version out for the ST, too."

I narrowed my eyes. "What are you talking about, chump? '8-bit'? 'ST'." I opened my jacket a bit so he could see the butt of my piece, hanging beneath my left armpit.. "I'm not planning on a career in computers, pal. I've already got a rewarding job." I let my jacket fall closed. "Now, you want to explain just what the hell you're trying to tell me?

"Dogman runs on a personal computer," the little worm said, licking his lips. "It's made to specifically run on the Atari line of computers. You can pick up a copy at Ye Olde Software Shoppe, down the street.

I nodded and turned away. "If I don't find it, I'll be back. You can count on that."

On my way out of the arcade, I elbowed a teenager with a Star Raiders tee-shirt right in the gut. Made me feel real good. Then I started down the sidewalk, toward Ye Olde Software Shop...

CONTINUED NEXT ISSUE

CLUB MEETINGS FOR 1987 AND NEWSLETTER FORMAT

MEETING DATES

AUGUST 11 OCTOBER 13
SEPTEMBER 8 NOVEMBER 10
DECEMBER 8

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Please help make the newsletter grow by contributing artitcles, reviews, tips & hints, or artwork. All local submissions receive priority at printing.

The following is the format to be used for ALL submissions to the Pokey Press. Please, if possible, use ATARIWRITER, ATARIWRITER+, PAPERCLIP, STWRITER, FIRST WORD OR WORDWRITER files. We also prefer disk submissions (5 1/4" or 3 1/2 ") or uploads to the Atari Computer Club of the Palm Beaches BBS (305-641-5372) rather than printed submissions, since printed submissions generally require that we retype them before printing.

DO NOT set right justified margins ON (especially if you're sending a file printed to disk).
Left margin = 0
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No embedded control characters

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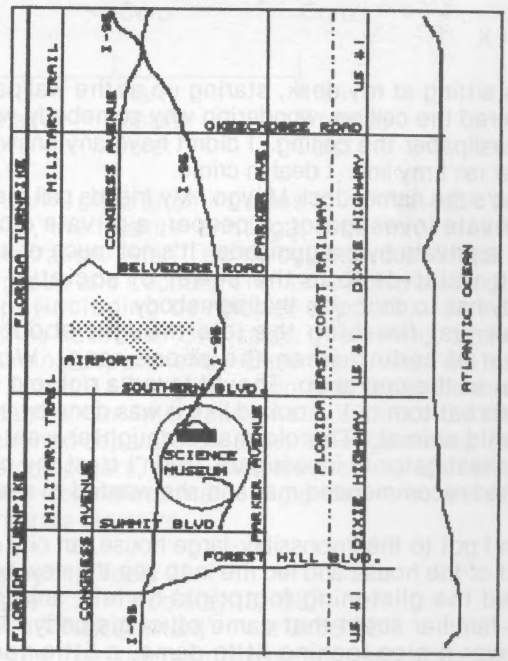

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